C++11 standard and nullptr

C++11 standard and nullptr
by **jayands** » Tue Aug 09, 2016 3:29 pm

jayands
Junior Member

Posts: 2
Joined: Sun Oct 31, 2010 10:10 am

Hello,
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There are a lot of instances that use `NULL`
as opposed to the shiny and new `nullptr`
. The thing is, though, `NULL`
is typically defined as the number 0, due to C legacy stuff (http://en.cppreference.com/w/cpp/types/NULL). I've noticed that sometimes this occurs in the C++ source:

CODE: SELECT ALL

```
static int(ZEXPORT *utilGzWriteFunc)(gzFile, const voidp, unsigned ir
static int(ZEXPORT *utilGzReadFunc)(gzFile, voidp, unsigned int) = NU
static int(ZEXPORT *utilGzCloseFunc)(gzFile) = NULL;
```

from what I'm seeing, you *probably* want `nullptr`
, but that could just as easily need to eval to literal zero, and what's more, it's not *guaranteed* to be either.

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And according to Sublime Text, `NULL`
shows up *a lot* (this is just *.cpp files!):

> 1573 matches across 129 files

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So, besides using `nullptr`
or literal zero in new code, how do you want to handle this? A bunch of individual file commits, or one big overhaul? Also, I personally beleve the C code should still use `NULL`
, because it's defined as a `void*`
there, but that's illegal in C++.

Re: C++11 standard and nullptr
by **ZachBacon** » Fri Mar 27, 2020 3:11 am

ZachBacon
Member

Posts: 236
Joined: Tue Mar 27, 2018 9:35 pm

I know I'm very very late getting to this, chances are we won't be using newer standards in the core due to the fact we want to keep the libretro frontend to support older consoles such as the wii etc

MSYS2 Build passing

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